

Lena Dias

Worcester, MA | business.lenadias@gmail.com | www.linkedin.com/in/lenasdias | +1 (413) 636-2206

PORTFOLIO: (lenadias.com)

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE

Graduated May 2023

Bachelor of Science

Double Major in Computer Science; Interactive Media and Game Development

Cumulative GPA: 3.80/4.0; Dean's List 2019–2023

CS Coursework: Human-Computer Interaction, Object-Oriented Analysis & Design, Artificial Intelligence, Databases, Algorithms, Operating Systems

Gamedev Coursework: Advanced Storytelling: Quest Logic & Level Design, Technical Game Development

WORK EXPERIENCE

WATERS CORPORATION — SOFTWARE ENGINEERING INTERN

Summer 2022

- Contributed to industry-standard software, working on enhancements and defects in an existing C++ codebase
- Used Agile methodology with Atlassian suite tools (Jira, Confluence, Bitbucket) and daily/weekly stand-up meetings

SKILLS

Languages: Native in English; Basic Spanish

Programming Languages: C; C++; C#; Java; Javascript; HTML; CSS; Python; SQL; Unreal Blueprint

Game Engines: Unreal Engine; Unity; Ren'Py

Version Control: Git; GitHub; Atlassian (Jira, Confluence, Bitbucket)

IDEs: Visual Studio; Visual Studio Code; Eclipse; JetBrains IDEs

OS: Windows; Linux / Ubuntu

Methodologies: Agile, Scrum, Waterfall

Soft Skills: Professional writing (rhetorical, documentation); Rhetorical analysis; Experience design; Production management; Creative design; Playtesting/QA experience; Leadership, Adaptability

PROJECTS (see them at lenadias.com!)

NEUROTYPED CAFE — VISUAL NOVEL (PROVOST'S AWARD WINNER)

2022–2023

- Worked around the limits of the Python-based Ren'Py game engine, which was built for a very specific purpose
- Scripted dialogue, character appearances, text effects, sound, and portrait movement throughout the 2+ hour game
- Clarified experience goals and ensured all parts of the game reinforced core themes
- Decided on various UI "juice" effects to improve user experience such as screen shake, sound feedback, tooltips, etc.
- Carefully managed project scope when coordinating responsibilities of a multidisciplinary 5-person team
- Created multiple vertical slices to gather and incorporate playtesting feedback

SLAPSTICKERS — COMPETITIVE MULTIPLAYER 3D PLATFORMER

2022

- Programmed (in C++, Unreal Blueprint) battery-carrying mechanic, particle effects, menus
- Solidified game's central metaphor to facilitate goofy, chaotic, slapstick gameplay that's still deep!

PORTFOLIO SITE — HTML & CSS WEBSITE

2021

- Programmed entirety of website (in HTML, CSS), restructuring old code for maintainability and readability
- Included accessibility, search engine optimization, and mobile device compatibility features

SLIDE SANCTUARY — PUZZLE GAME

2021

- Programmed entirety of game (in Javascript); player movement, lock-and-key system, inventory, audio, and level loading from image files

MAPPING ENVIRONMENTAL JUSTICE	2021
<ul style="list-style-type: none"> • Collaborated with City of Chelsea officials and advisor to identify communities at environmental risk • Gathered and parsed data from city records and federal organizations to generate and present maps using ArcGIS 	

AWARDS

WPI IMGD MQP PROVOST'S AWARD	2023
<ul style="list-style-type: none"> • Awarded by game development department to the best senior project (for Neurotype Cafe) 	
WPI IMGD JUNIOR COMMUNITY LEADER AWARD	2022
<ul style="list-style-type: none"> • Awarded by the game development department after nomination by fellow students for contributing to the WPI game dev community and being an inspiration to LGBTQ+ students 	
WPI DEAN'S LIST	2019–2023

ACTIVITIES

INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)	2019–2022
DIVERSITY IN GAMES (DiG)	2019–2023
THE ALLIANCE, WPI OSTEM AFFILIATE CHAPTER	2019–2023

Hobbies: Video games (playing and developing), Learning about the design of games, UI/UX, theme parks, storytelling, etc.!